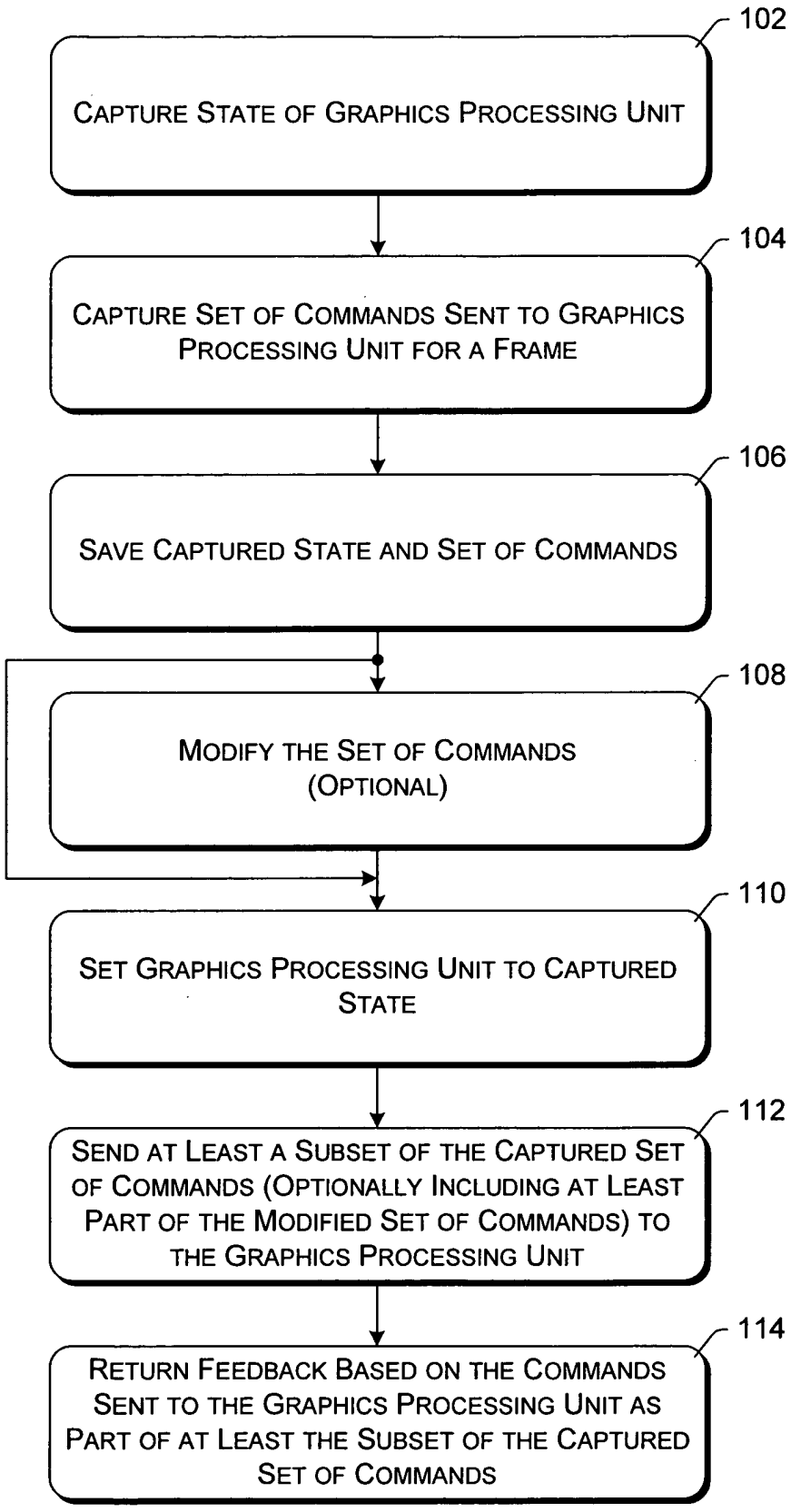


Fig. 1

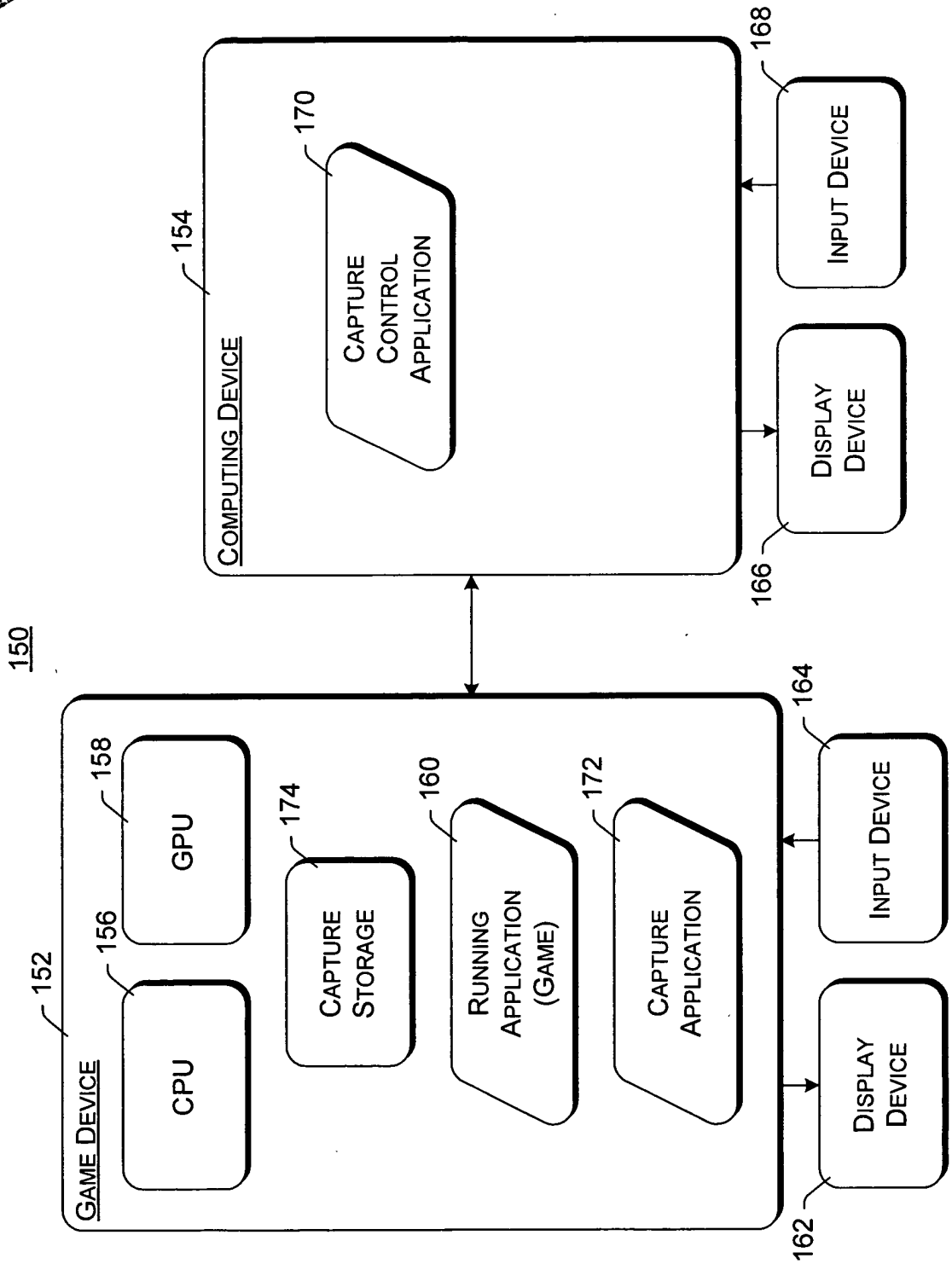


Fig. 2

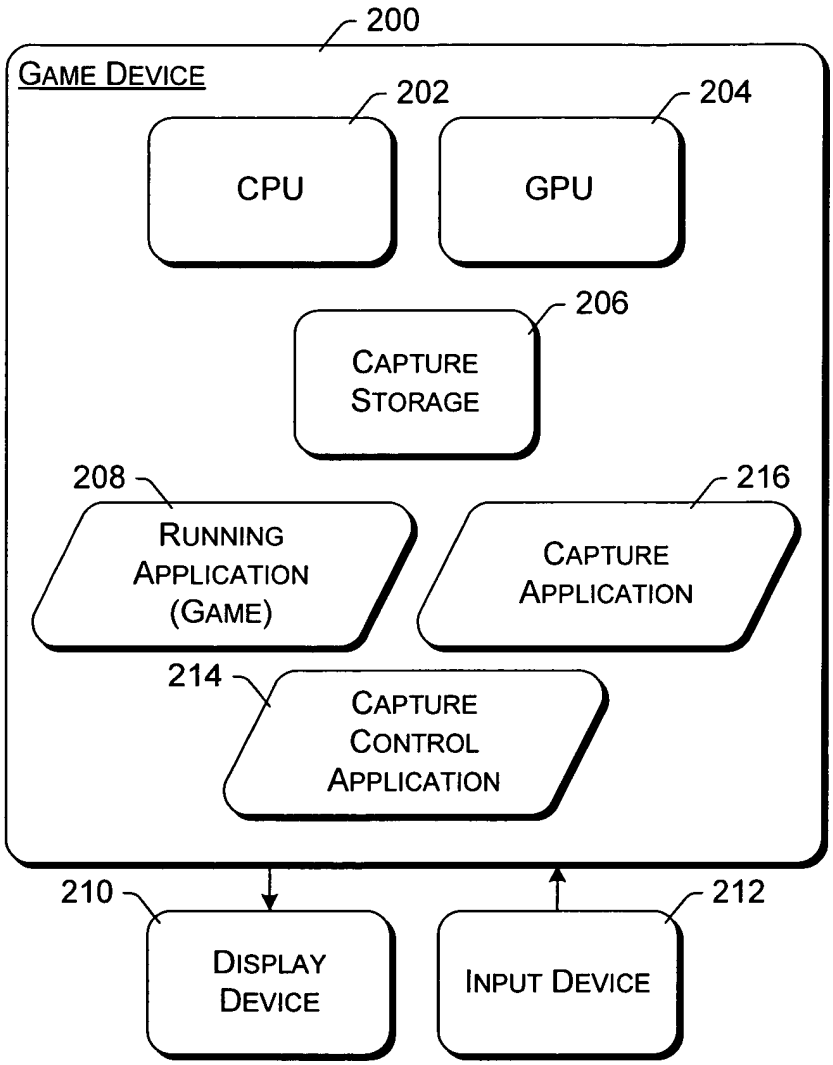


Fig. 3

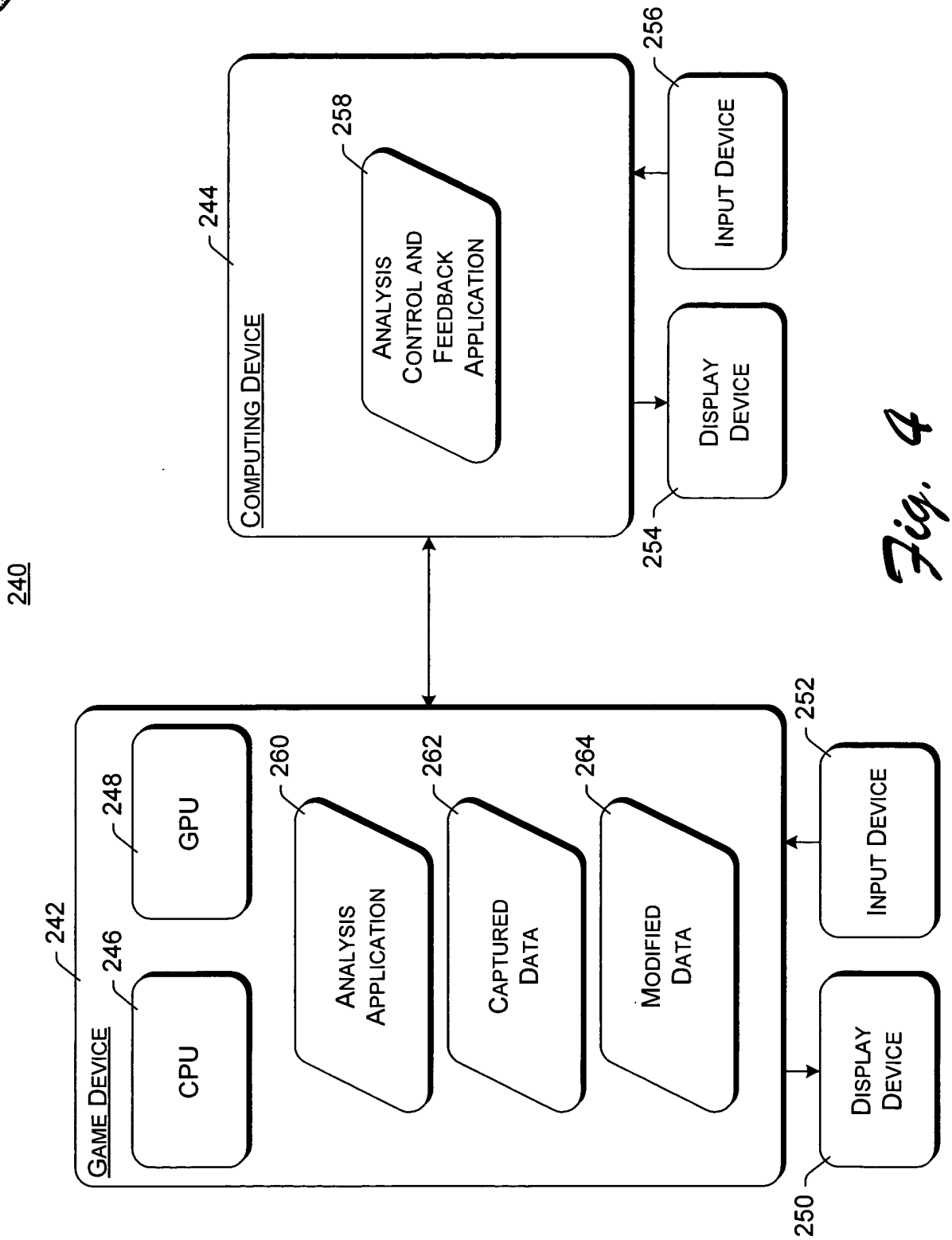


Fig. 4

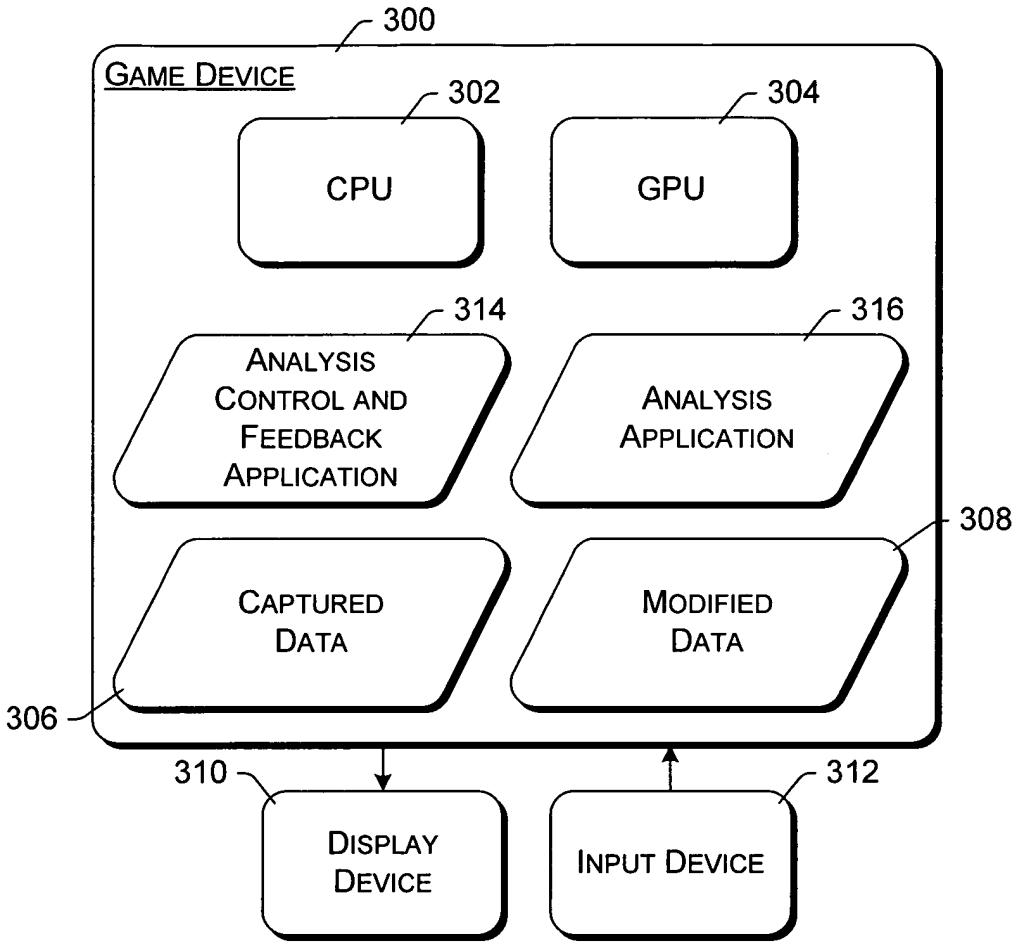


Fig. 5

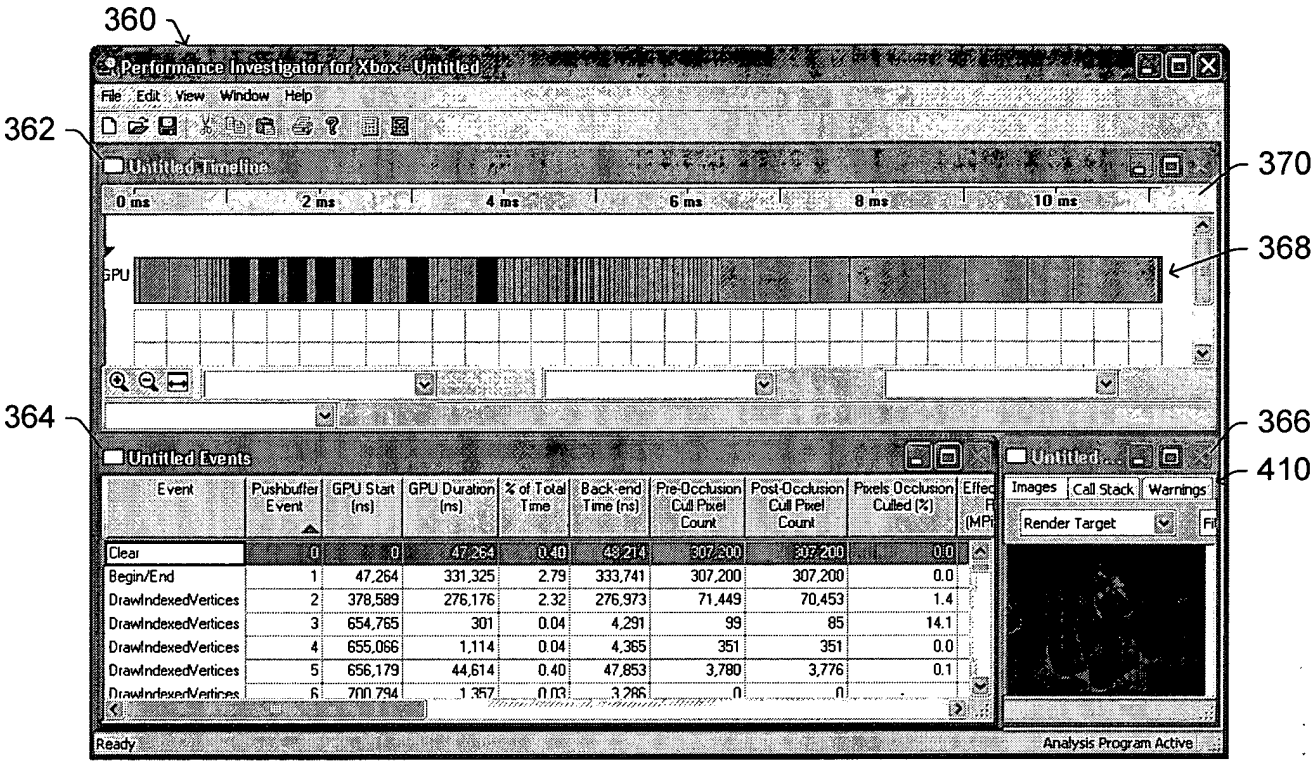


Fig. 7

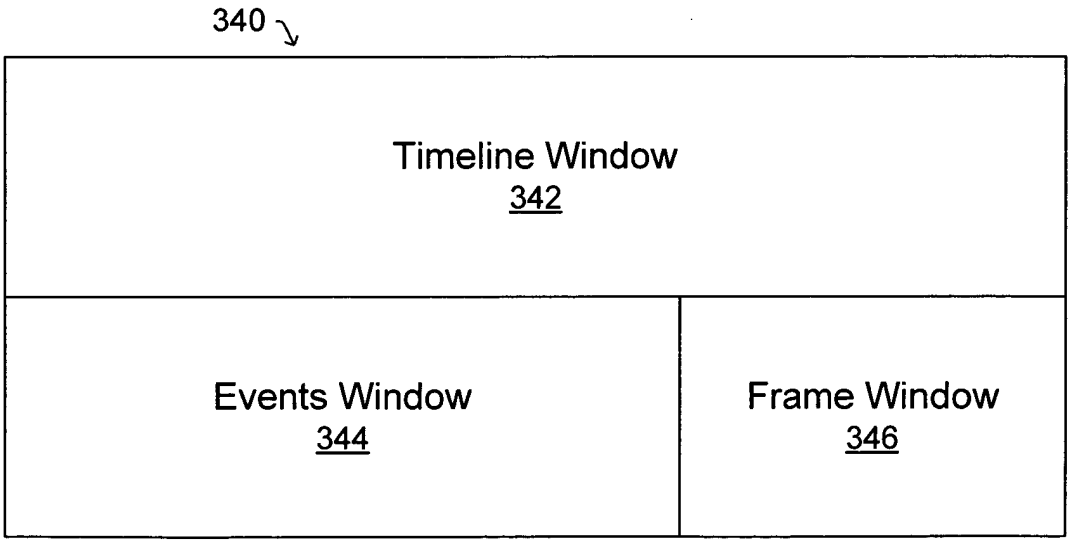


Fig. 6

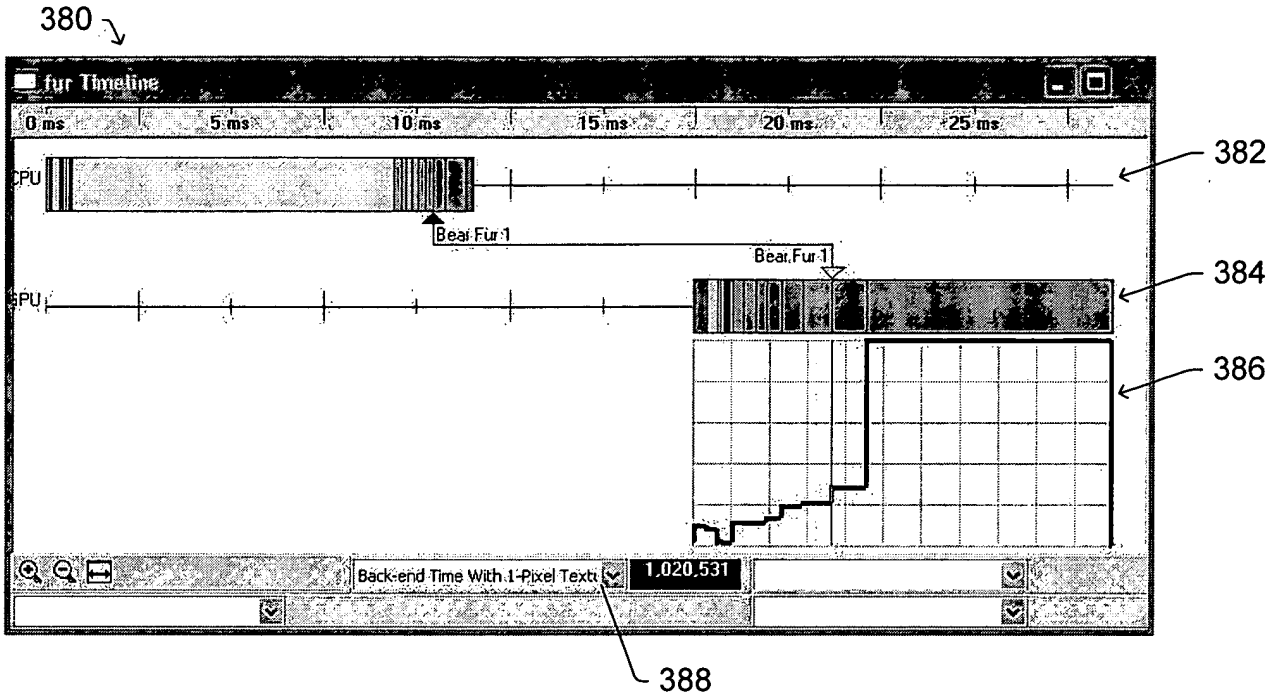


Fig. 8

400

fur Events

Event	ID	CPU Start (ns)	CPU Duration (ns)	GPU Start (ns)	GPU Duration (ns)	% of Total Time	Back-end Time (ns)	Setup Time (ns)
KickPushBuffer	0	0	14,449	-	-	-	-	-
FrameMove	1	36,612	101,750	-	0	-	-	-
Clear	3	144,537	4,698	15,745,863	48,640	-	-	-
Begin/End	4	181,781	29,929	15,794,503	331,584	-	-	-
Bear Mesh 0								
DrawIndexedVertices	6	252,563	125,782	16,126,087	278,176	-	-	-
KickPushBuffer	7	339,091	5,501	-	-	-	-	-
KickPushBuffer	8	374,790	3,385	-	-	-	-	-
DrawIndexedVertices	9	386,209	10,399	16,404,263	3,072	-	-	-
DrawIndexedVertices	10	401,332	6,393	16,407,335	2,656	-	-	-
Bear Mesh 1	11	409,555	56,960	16,409,991	45,568	-	-	-
Bear Mesh 2	15	466,773	39,522	16,455,559	74,208	-	-	-
Bear Mesh 3	19	506,536	91,996	16,529,767	59,072	-	-	-
Bear Mesh 4	25	598,778	53,437	16,588,839	47,232	-	-	-
Bear Mesh 5	29	652,769	39,348	16,636,071	47,552	-	-	-
Bear Mesh 6	33	692,356	37,207	16,683,623	45,248	-	-	-
Bear Mesh 7	37	729,799	92,051	16,728,871	50,783	-	-	-
Bear Fur 7								
DrawFins	44	852,610	122,595	16,779,656	156,932	-	-	-
DrawShells	73	975,455	40,536	16,936,616	61,407	-	-	-
Bear Fur 6	75	1,019,798	117,933	16,998,024	219,011	-	-	-
Bear Fur 5	107	1,138,001	7,341,552	17,217,064	224,739	-	-	-
Bear Fur 4	142	8,479,990	164,020	17,441,832	284,642	-	-	-

Fig. 9

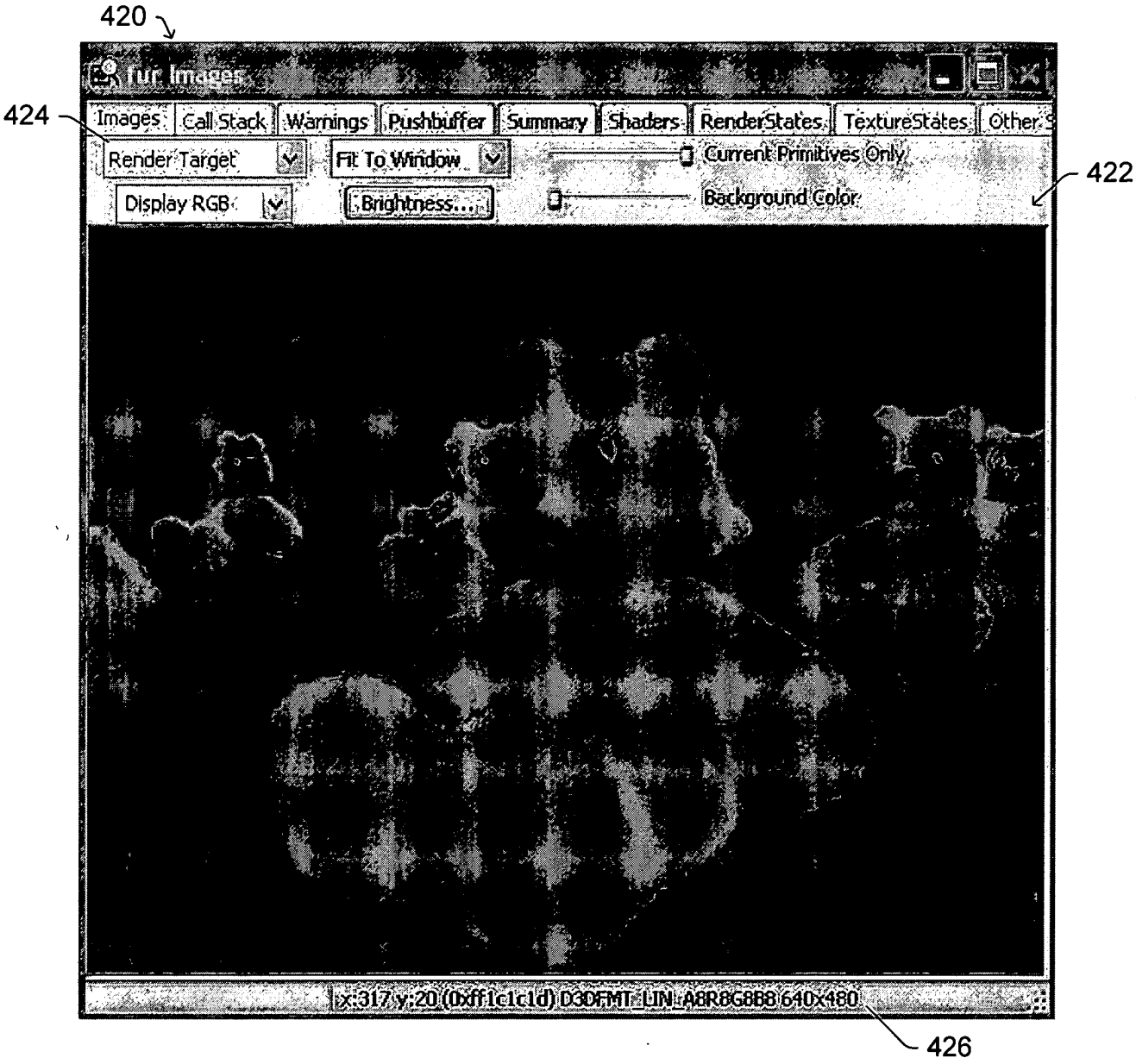


Fig. 10

420

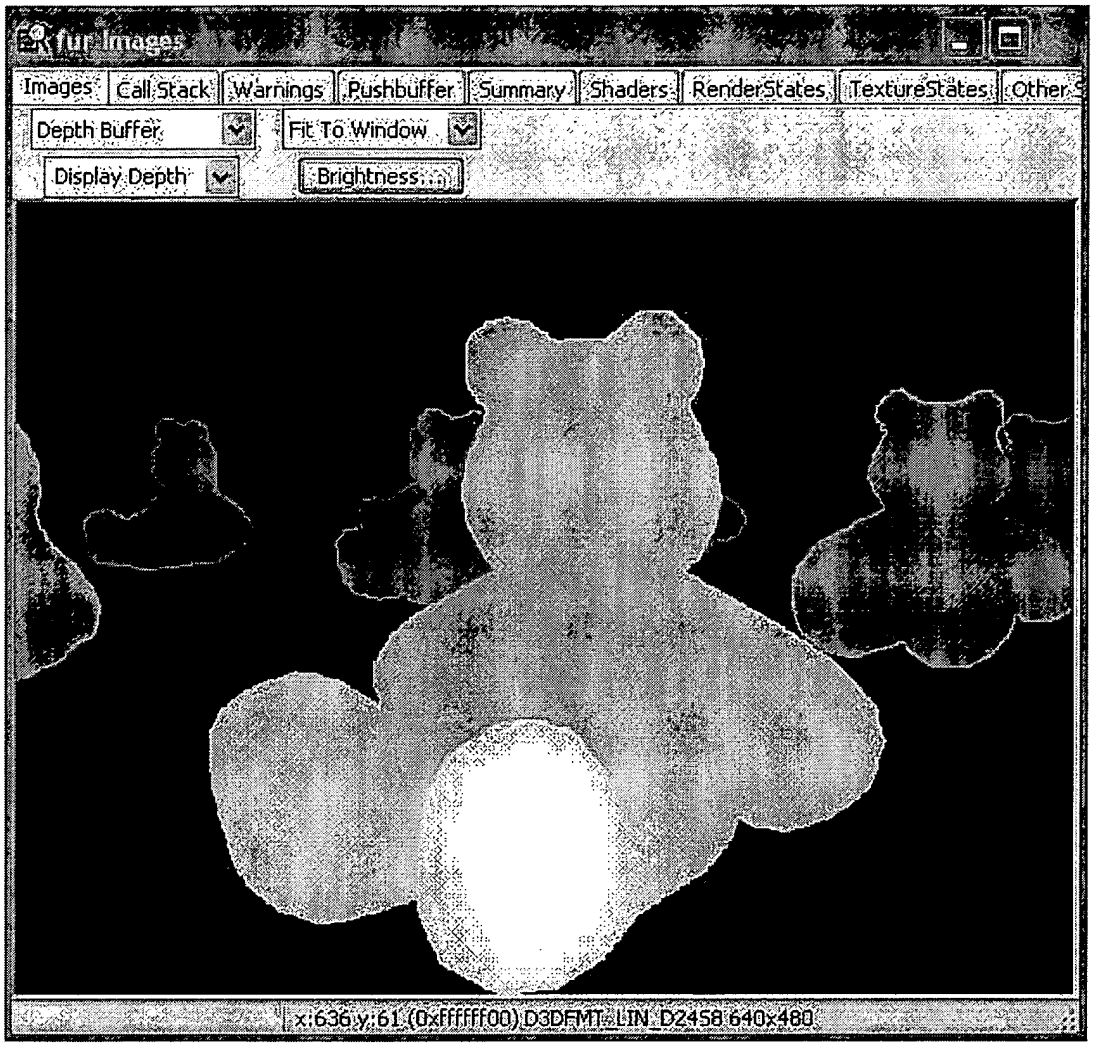


Fig. 11

420

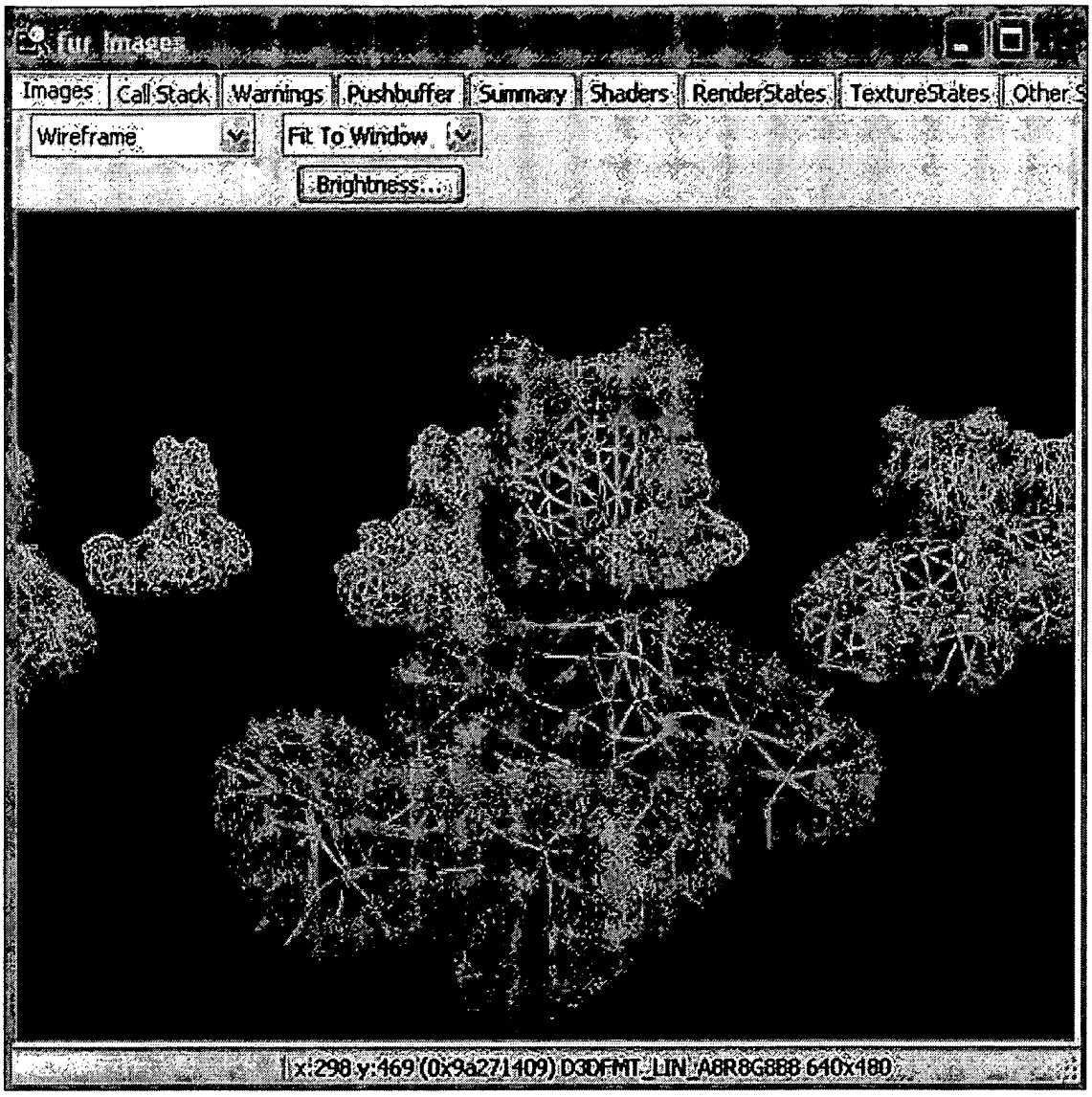


Fig. 12

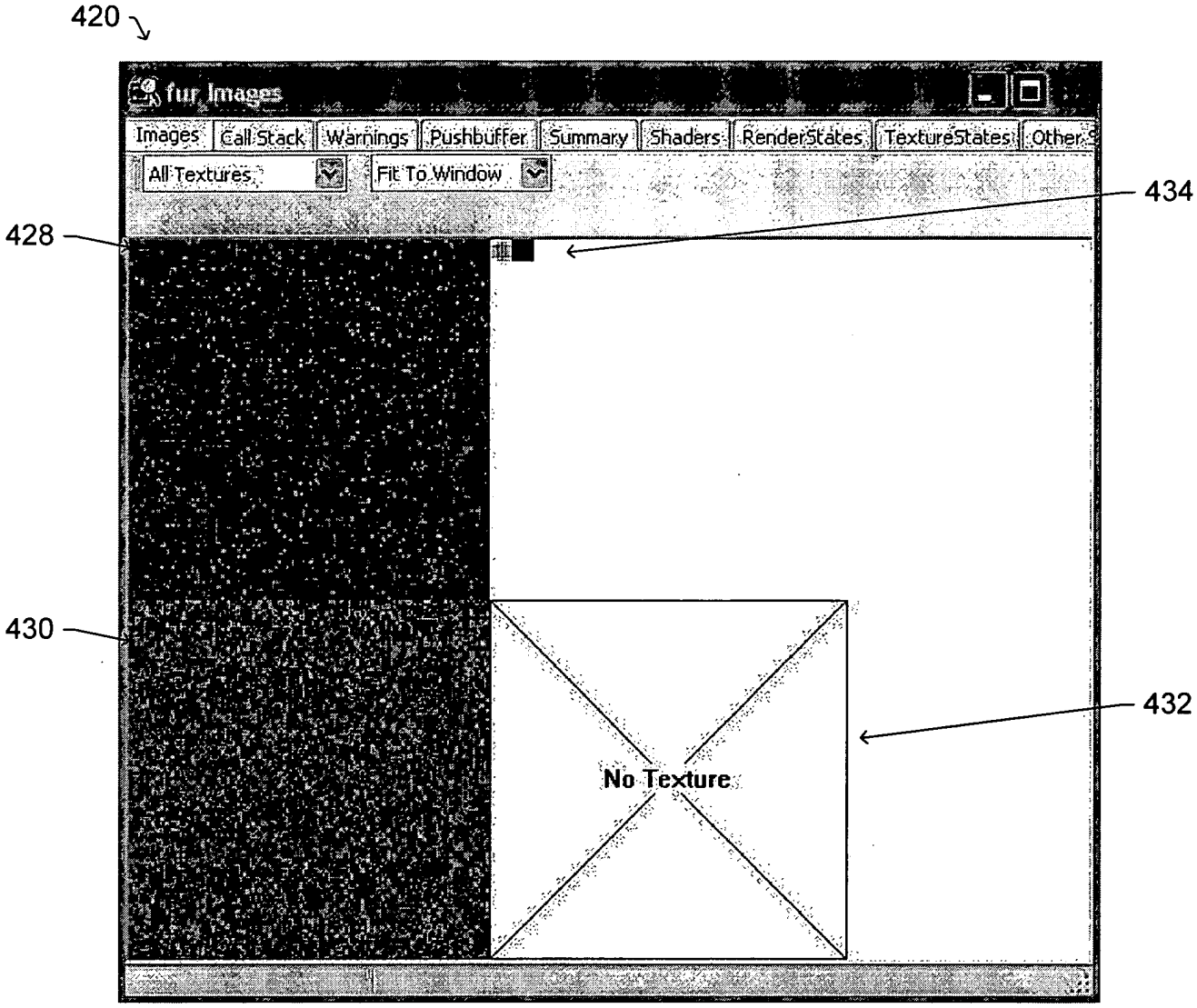


Fig. 13

420

Fig. 14

420

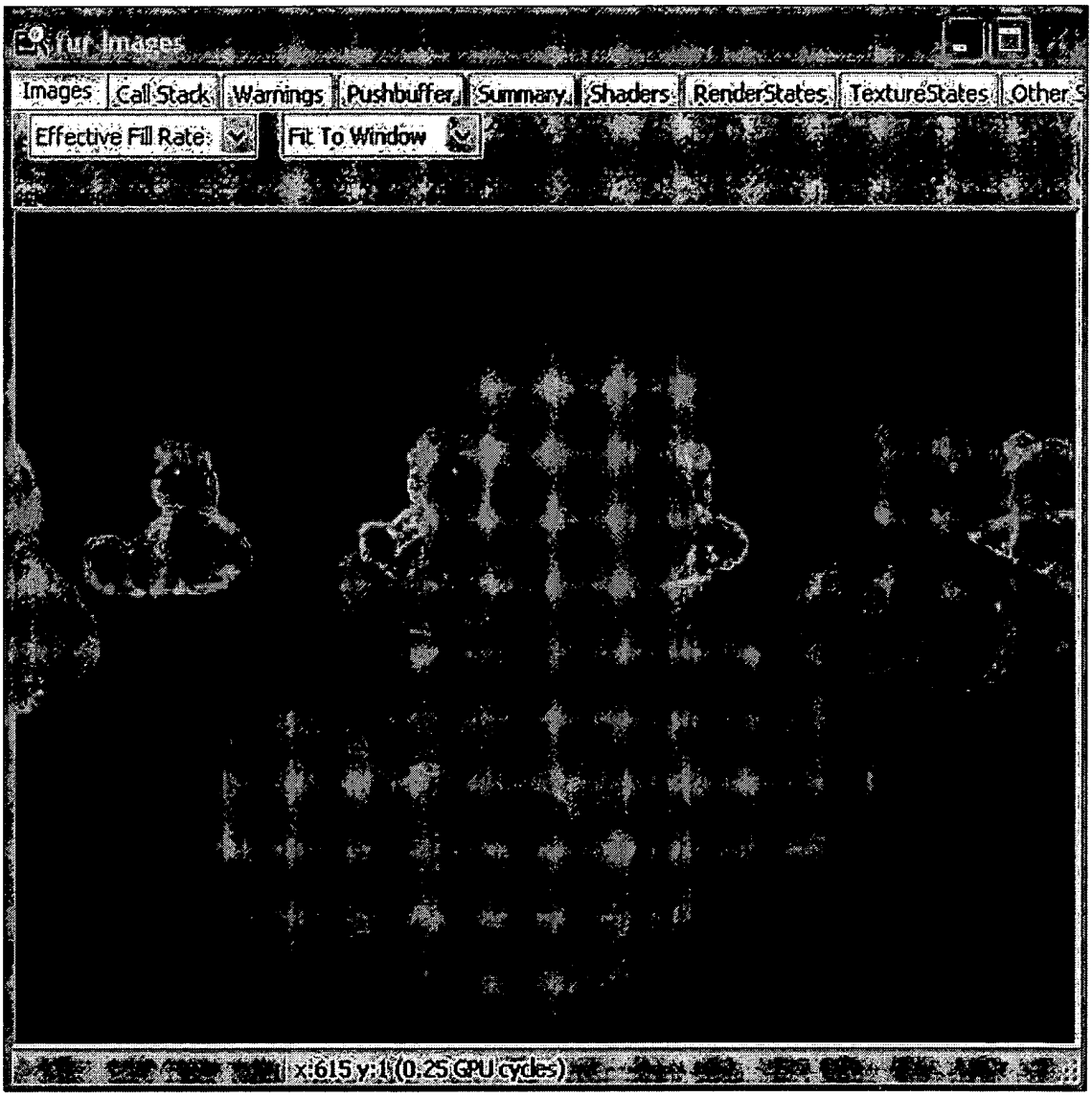


Fig. 15

450

Pushbuffer Stack Trace

Images | Call Stack | Warnings | Pushbuffer | Summary | Shaders | RenderStates | TextureStates | Other State

Path to Symbol File: c:\xboxbins\dump | Browse | Resolve Symbols

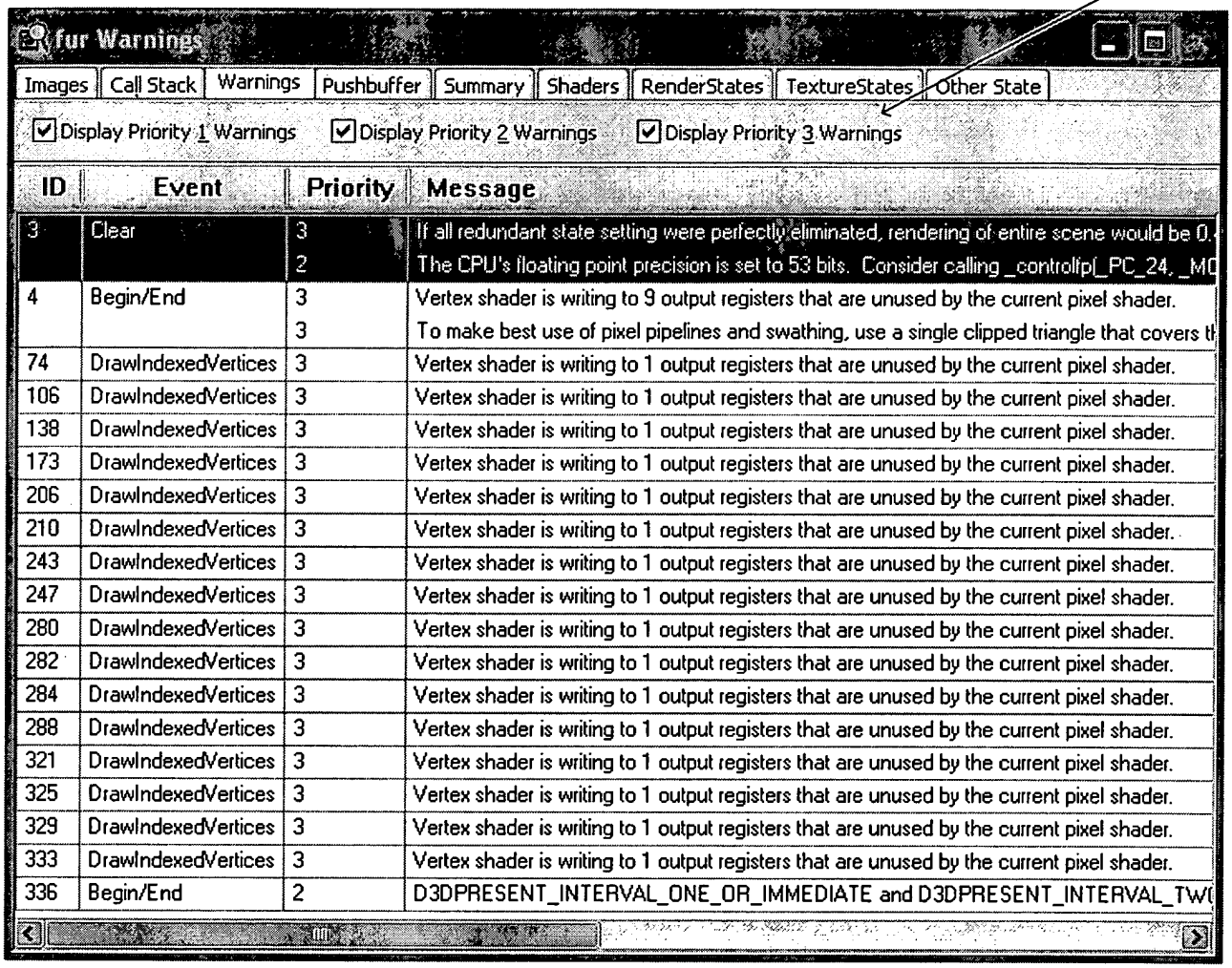
452

Event	Symbol	Line	File
BlockOnObject	D3D::BlockOnTime	537	c:\xbox\private\windows\directx\dxg\d3d8\se\pusher.cpp
	D3D::BlockOnNonSurfaceResource	1287	c:\xbox\private\windows\directx\dxg\d3d8\se\pusher.cpp
	D3DFixup_Reset	1857	c:\xbox\private\windows\directx\dxg\d3d8\se\pushres.cpp
	CXBoxSample::FrameMove	363	c:\xbox\private\atg\samples\graphics\pushbuffer\pushbuffer.cpp
	CXBApplication::Run	294	c:\xbox\private\atg\samples\common\src\xbapp.cpp
	main	108	c:\xbox\private\atg\samples\graphics\pushbuffer\pushbuffer.cpp
	mainXapiStartup	54	c:\xbox\private\ntos\xapi\dll\xapi0.c
Clear	D3DDevice_Clear	74	c:\xbox\private\windows\directx\dxg\d3d8\se\clear.cpp
	CXBoxSample::Render	383	c:\xbox\private\atg\samples\graphics\pushbuffer\pushbuffer.cpp
	main	108	c:\xbox\private\atg\samples\graphics\pushbuffer\pushbuffer.cpp
	mainXapiStartup	54	c:\xbox\private\ntos\xapi\dll\xapi0.c
RunPushBuffer	D3DDevice_RunPushBuffer	122	c:\xbox\private\windows\directx\dxg\d3d8\se\pushres.cpp
	CXBoxSample::Render	386	c:\xbox\private\atg\samples\graphics\pushbuffer\pushbuffer.cpp
	main	108	c:\xbox\private\atg\samples\graphics\pushbuffer\pushbuffer.cpp
	mainXapiStartup	54	c:\xbox\private\ntos\xapi\dll\xapi0.c
DrawVerticesUP			
DrawVertices			
Begin/End	D3DDevice_Begin	1196	c:\xbox\private\windows\directx\dxg\d3d8\se\drawprim.cpp
	CXBFont::Begin	448	c:\xbox\private\atg\samples\common\src\xbfont.cpp
	CXBoxSample::Render	387	c:\xbox\private\atg\samples\graphics\pushbuffer\pushbuffer.cpp
	main	108	c:\xbox\private\atg\samples\graphics\pushbuffer\pushbuffer.cpp
	mainXapiStartup	54	c:\xbox\private\ntos\xapi\dll\xapi0.c

Fig. 16

460

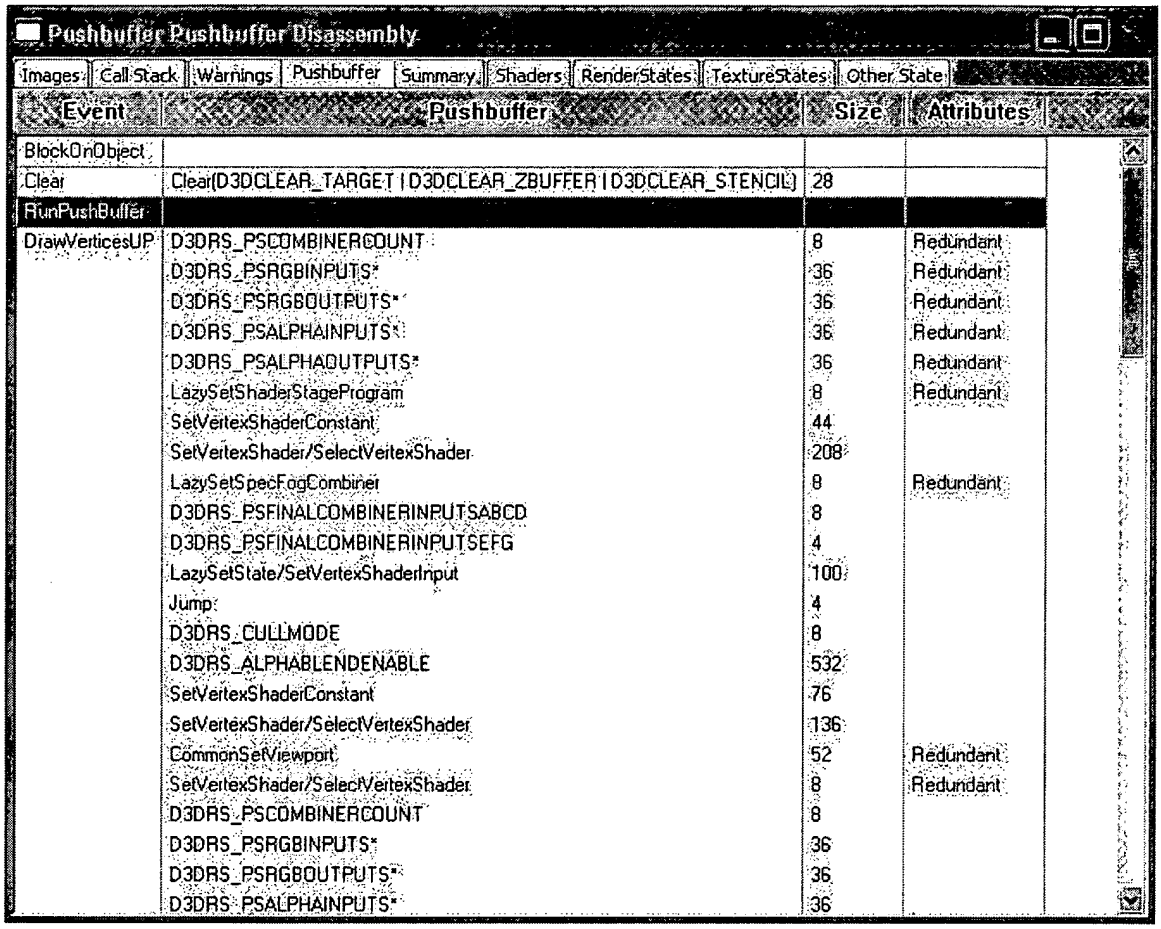
462



ID	Event	Priority	Message
3	Clear	3	If all redundant state setting were perfectly eliminated, rendering of entire scene would be 0.
		2	The CPU's floating point precision is set to 53 bits. Consider calling _controlfp(_PC_24, _MC
4	Begin/End	3	Vertex shader is writing to 9 output registers that are unused by the current pixel shader.
		3	To make best use of pixel pipelines and swathing, use a single clipped triangle that covers th
74	DrawIndexedVertices	3	Vertex shader is writing to 1 output registers that are unused by the current pixel shader.
106	DrawIndexedVertices	3	Vertex shader is writing to 1 output registers that are unused by the current pixel shader.
138	DrawIndexedVertices	3	Vertex shader is writing to 1 output registers that are unused by the current pixel shader.
173	DrawIndexedVertices	3	Vertex shader is writing to 1 output registers that are unused by the current pixel shader.
206	DrawIndexedVertices	3	Vertex shader is writing to 1 output registers that are unused by the current pixel shader.
210	DrawIndexedVertices	3	Vertex shader is writing to 1 output registers that are unused by the current pixel shader.
243	DrawIndexedVertices	3	Vertex shader is writing to 1 output registers that are unused by the current pixel shader.
247	DrawIndexedVertices	3	Vertex shader is writing to 1 output registers that are unused by the current pixel shader.
280	DrawIndexedVertices	3	Vertex shader is writing to 1 output registers that are unused by the current pixel shader.
282	DrawIndexedVertices	3	Vertex shader is writing to 1 output registers that are unused by the current pixel shader.
284	DrawIndexedVertices	3	Vertex shader is writing to 1 output registers that are unused by the current pixel shader.
288	DrawIndexedVertices	3	Vertex shader is writing to 1 output registers that are unused by the current pixel shader.
321	DrawIndexedVertices	3	Vertex shader is writing to 1 output registers that are unused by the current pixel shader.
325	DrawIndexedVertices	3	Vertex shader is writing to 1 output registers that are unused by the current pixel shader.
329	DrawIndexedVertices	3	Vertex shader is writing to 1 output registers that are unused by the current pixel shader.
333	DrawIndexedVertices	3	Vertex shader is writing to 1 output registers that are unused by the current pixel shader.
336	Begin/End	2	D3DPRESENT_INTERVAL_ONE_OR_IMMEDIATE and D3DPRESENT_INTERVAL_TW(

Fig. 17

464



Event	Pushbuffer	Size	Attributes
BlockOnObject			
Clear	Clear(D3DCLEAR_TARGET | D3DCLEAR_ZBUFFER | D3DCLEAR_STENCIL)	28	
RunPushBuffer			
DrawVerticesUP	D3DRS_PSCOMBINERCOUNT	8	Redundant
	D3DRS_PSRGBINPUTS*	36	Redundant
	D3DRS_PSRGBOUTPUTS*	36	Redundant
	D3DRS_PSALPHAINPUTS*	36	Redundant
	D3DRS_PSALPHAOUTPUTS*	36	Redundant
	LazySetShaderStageProgram	8	Redundant
	SetVertexShaderConstant	44	
	SetVertexShader/SelectVertexShader	208	
	LazySetSpecFogCombiner	8	Redundant
	D3DRS_PSFINALCOMBINERINPUTSABCD	8	
	D3DRS_PSFINALCOMBINERINPUTSEFG	4	
	LazySetState/SetVertexShaderInput	100	
	Jump	4	
	D3DRS_CULLMODE	8	
	D3DRS_ALPHABLENDENABLE	532	
	SetVertexShaderConstant	76	
	SetVertexShader/SelectVertexShader	136	
	CommonSetViewport	52	Redundant
	SetVertexShader/SelectVertexShader	8	Redundant
	D3DRS_PSCOMBINERCOUNT	8	
	D3DRS_PSRGBINPUTS*	36	
	D3DRS_PSRGBOUTPUTS*	36	
	D3DRS_PSALPHAINPUTS*	36	

Fig. 18

468

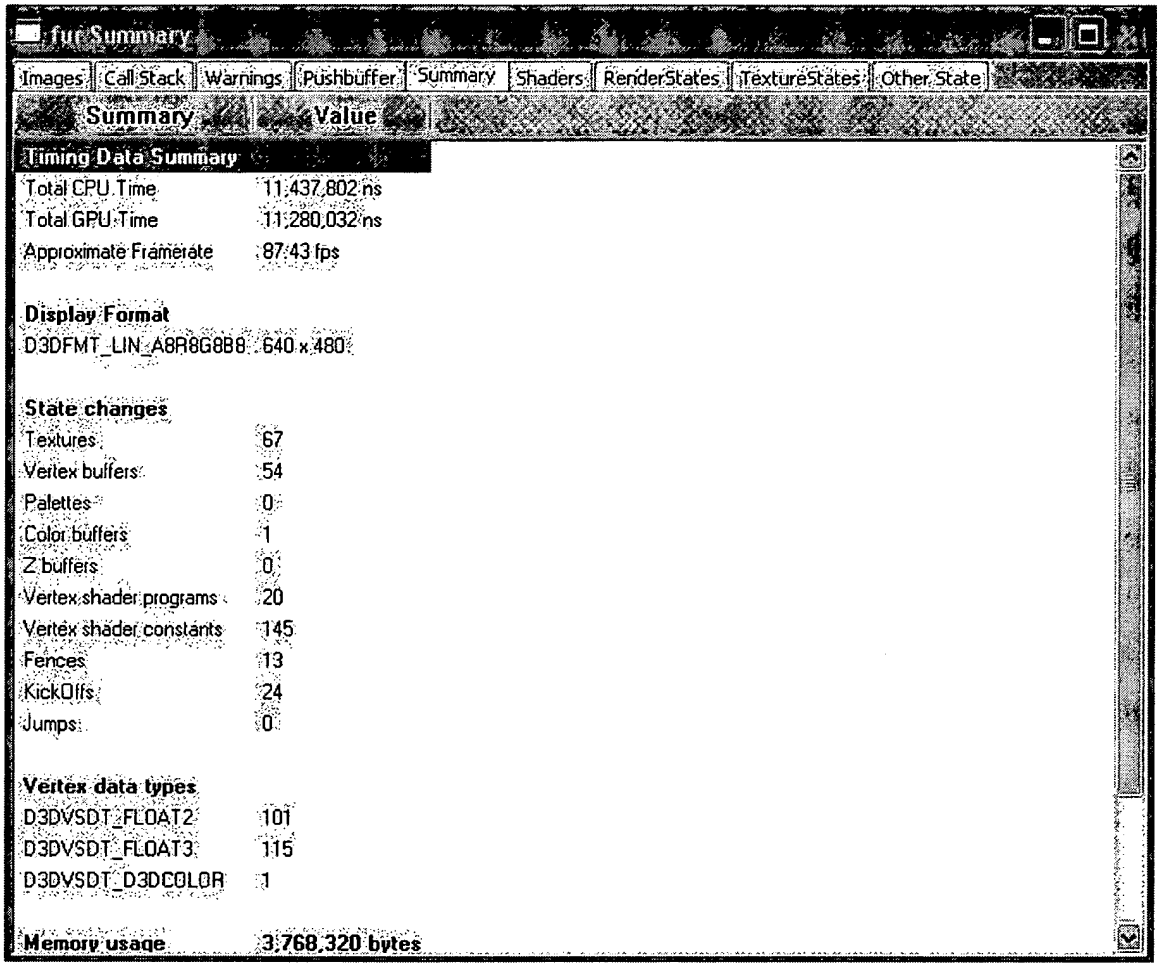


Fig. 19

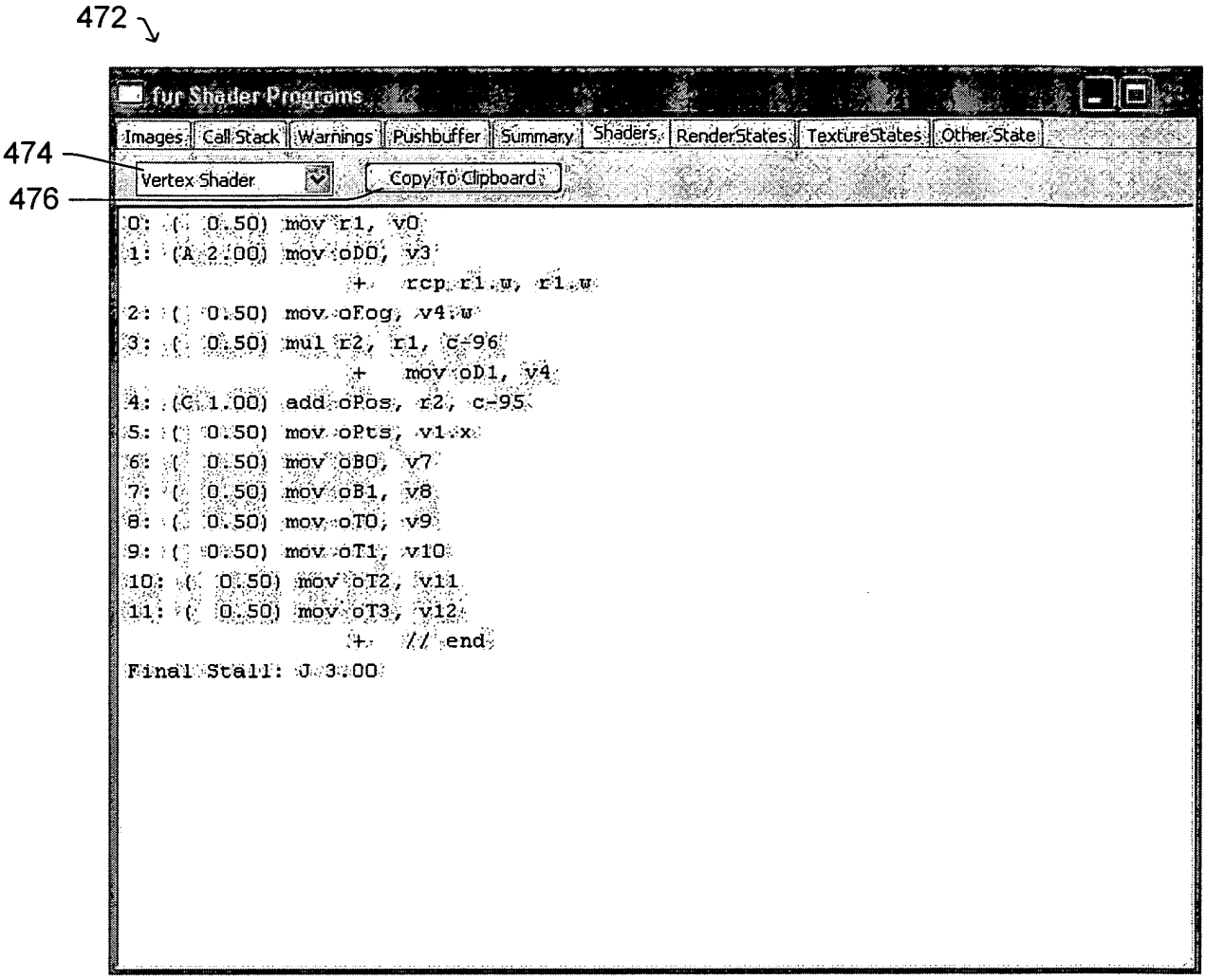


Fig. 20

480

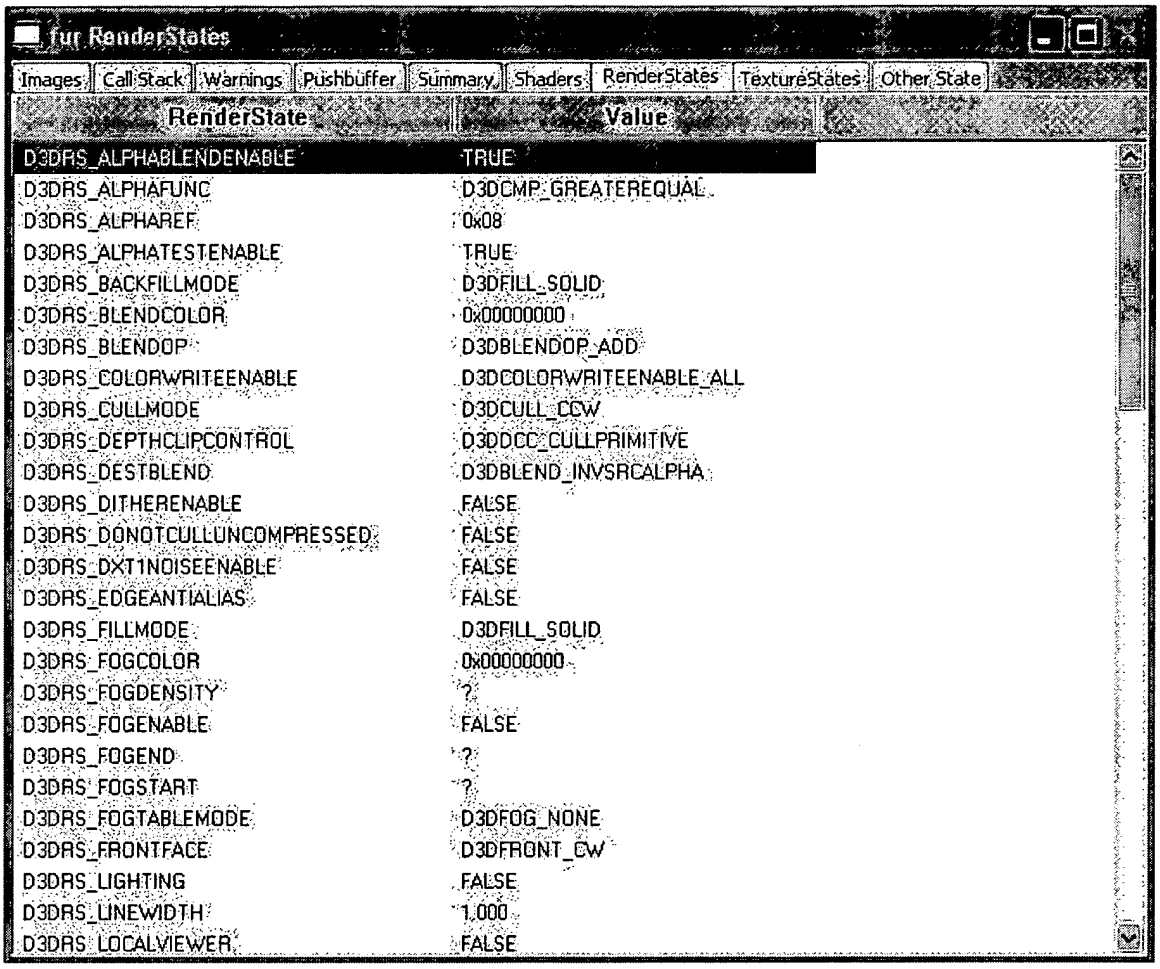


Fig. 21

484

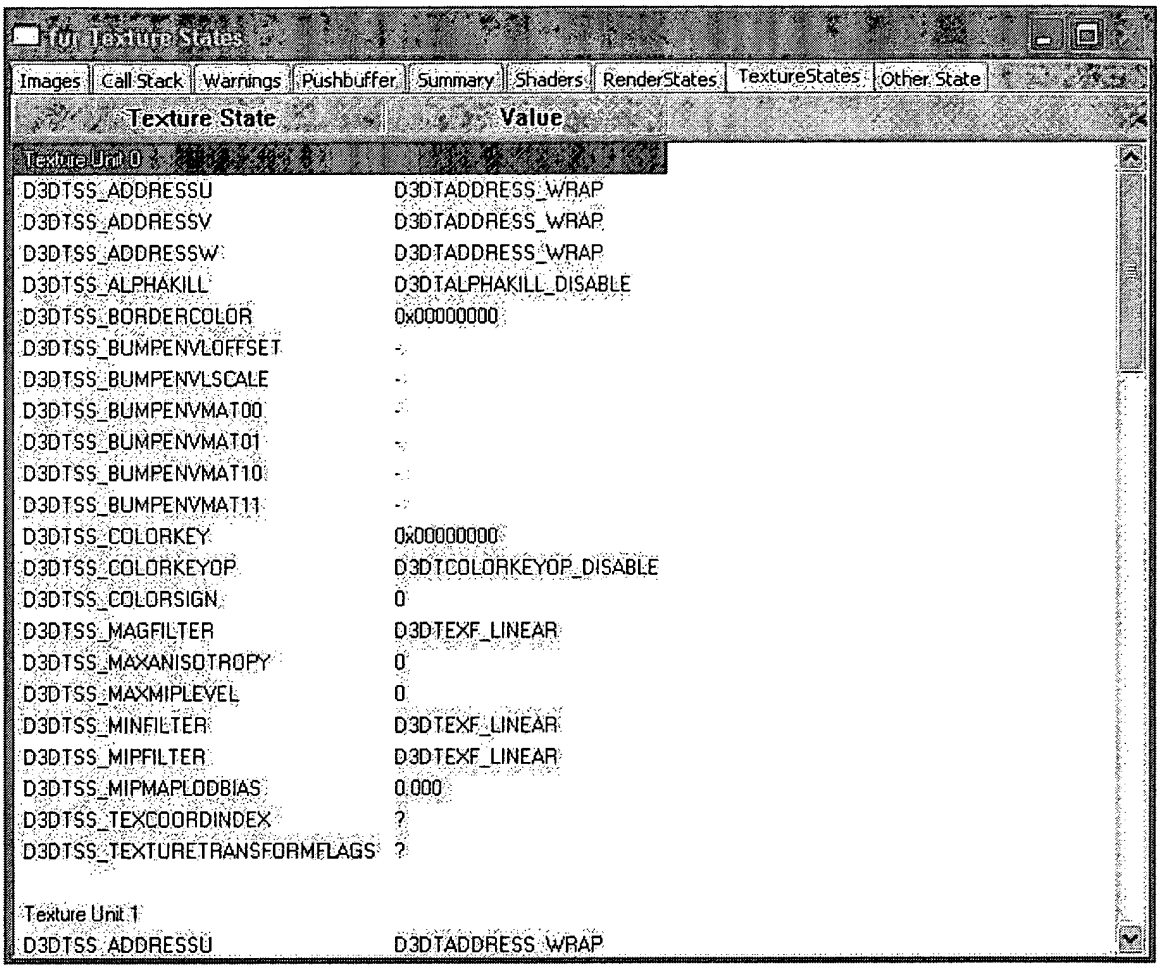


Fig. 22

488

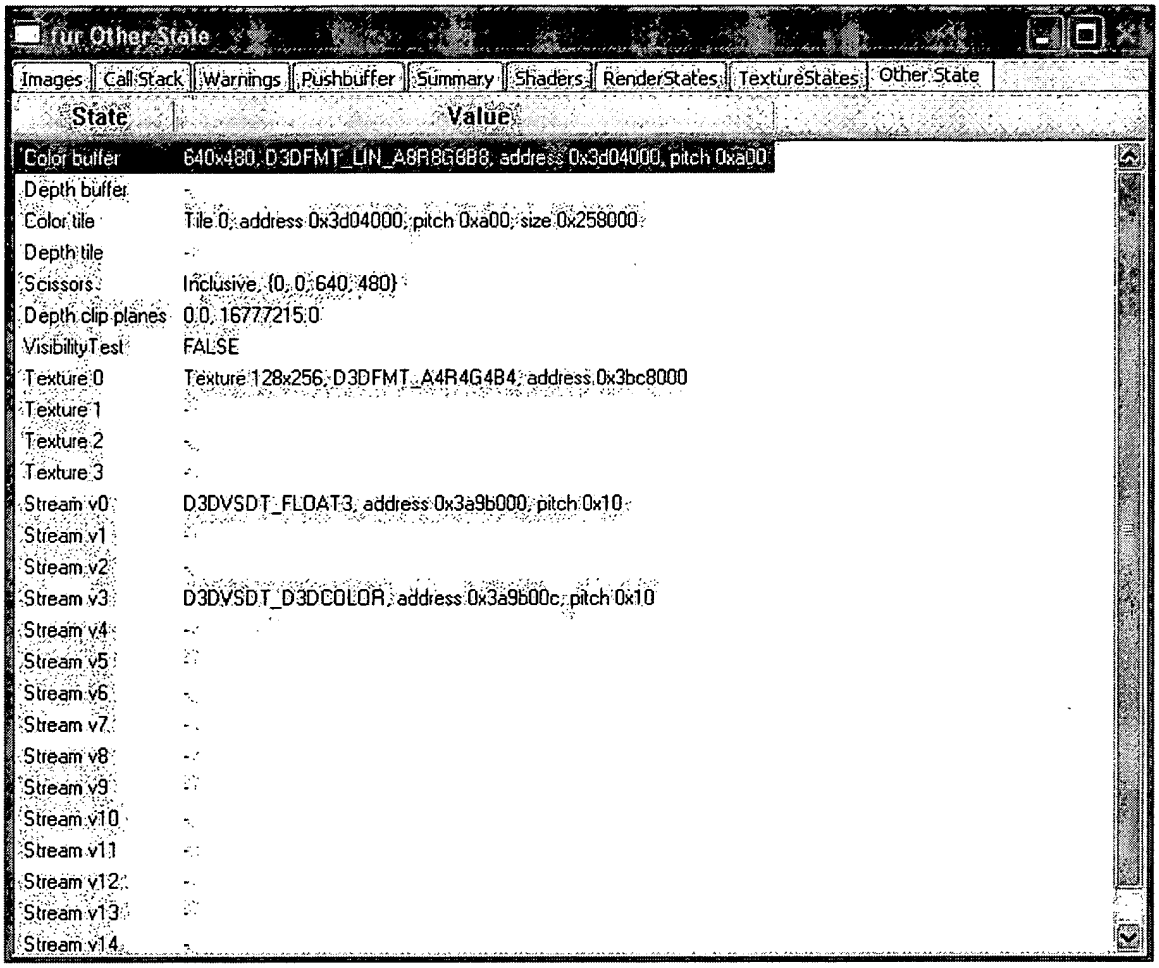
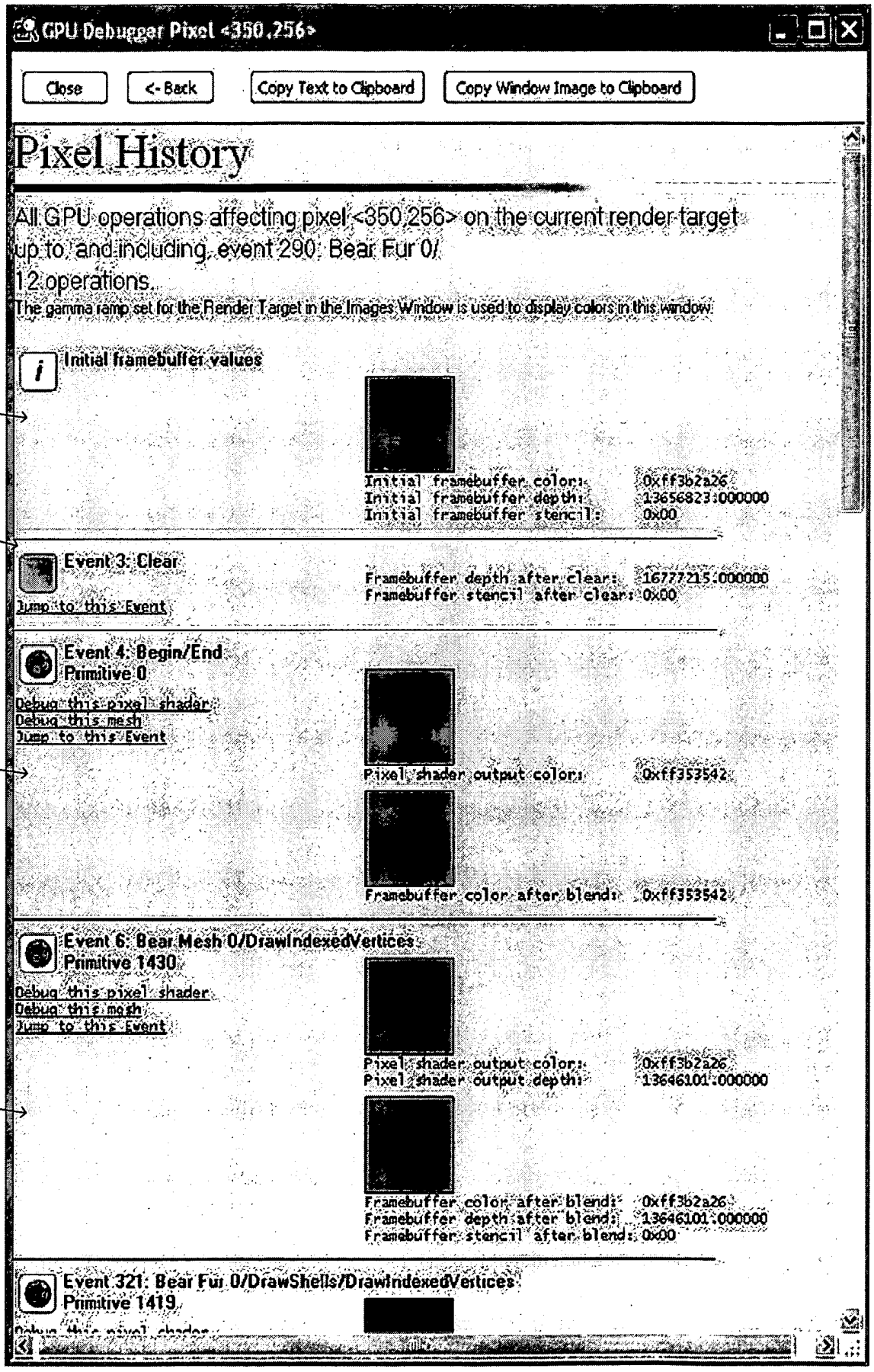


Fig. 23

500



502

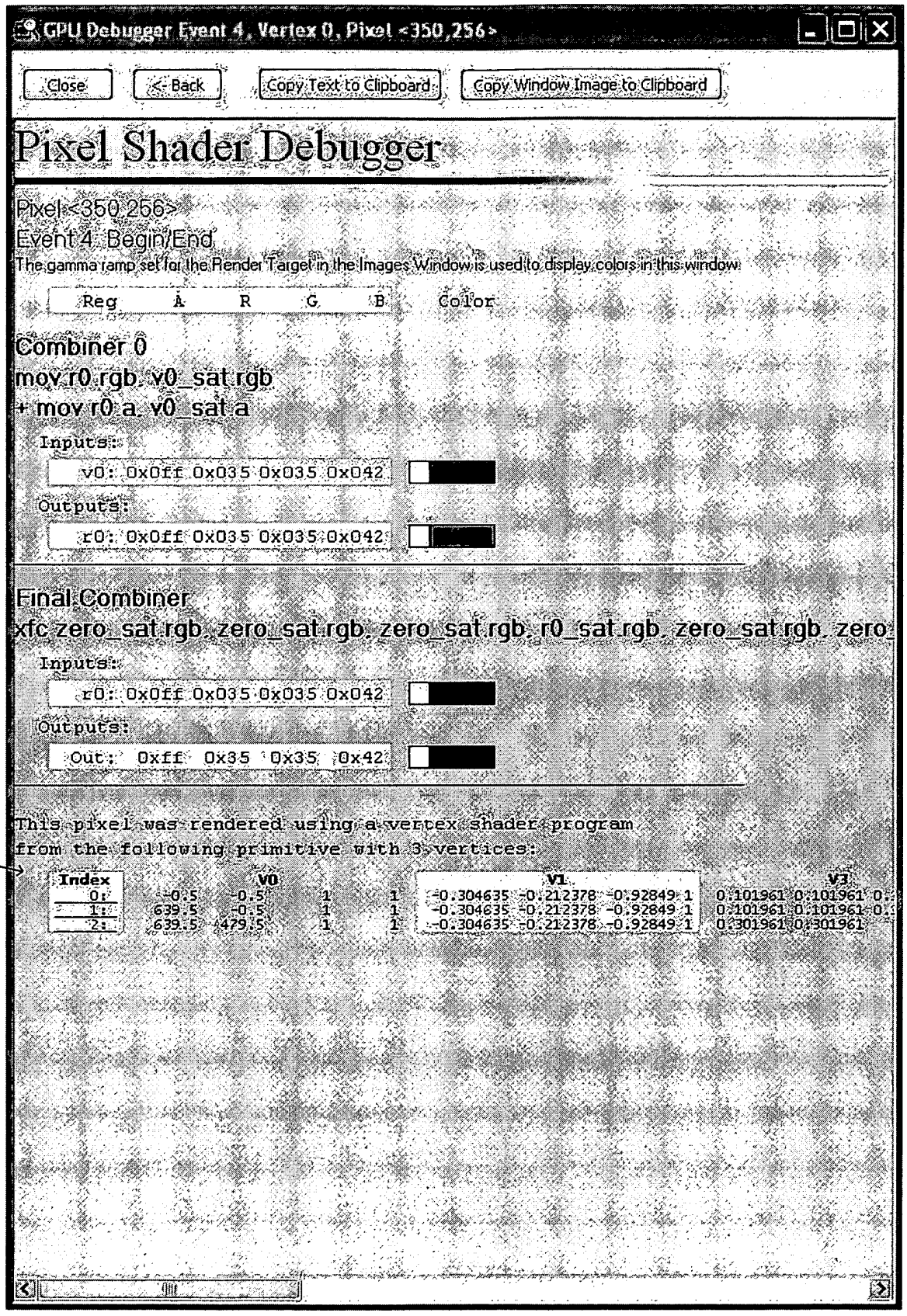
504

506

506

Fig. 24

520



522

Fig. 25

540

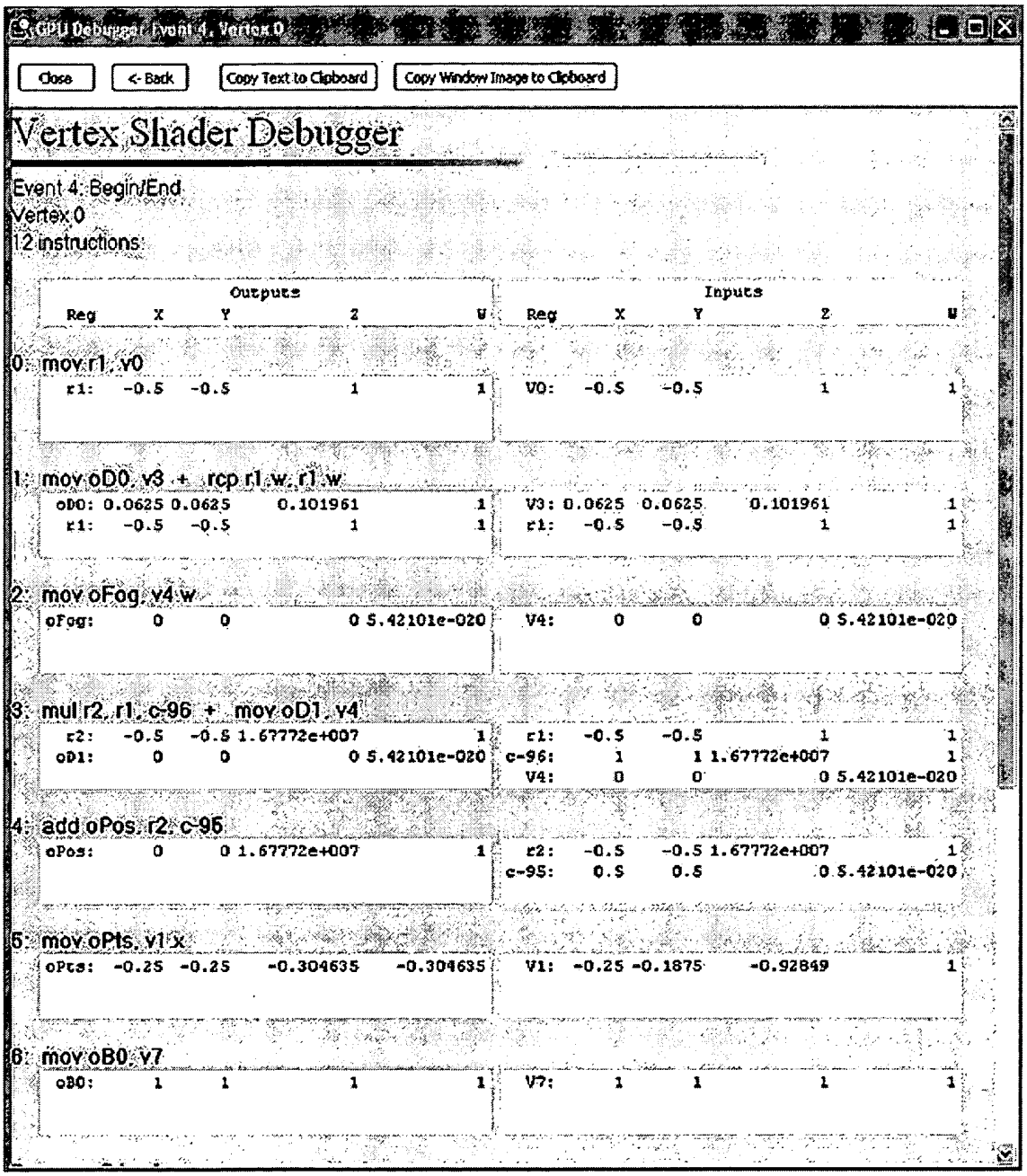


Fig. 26

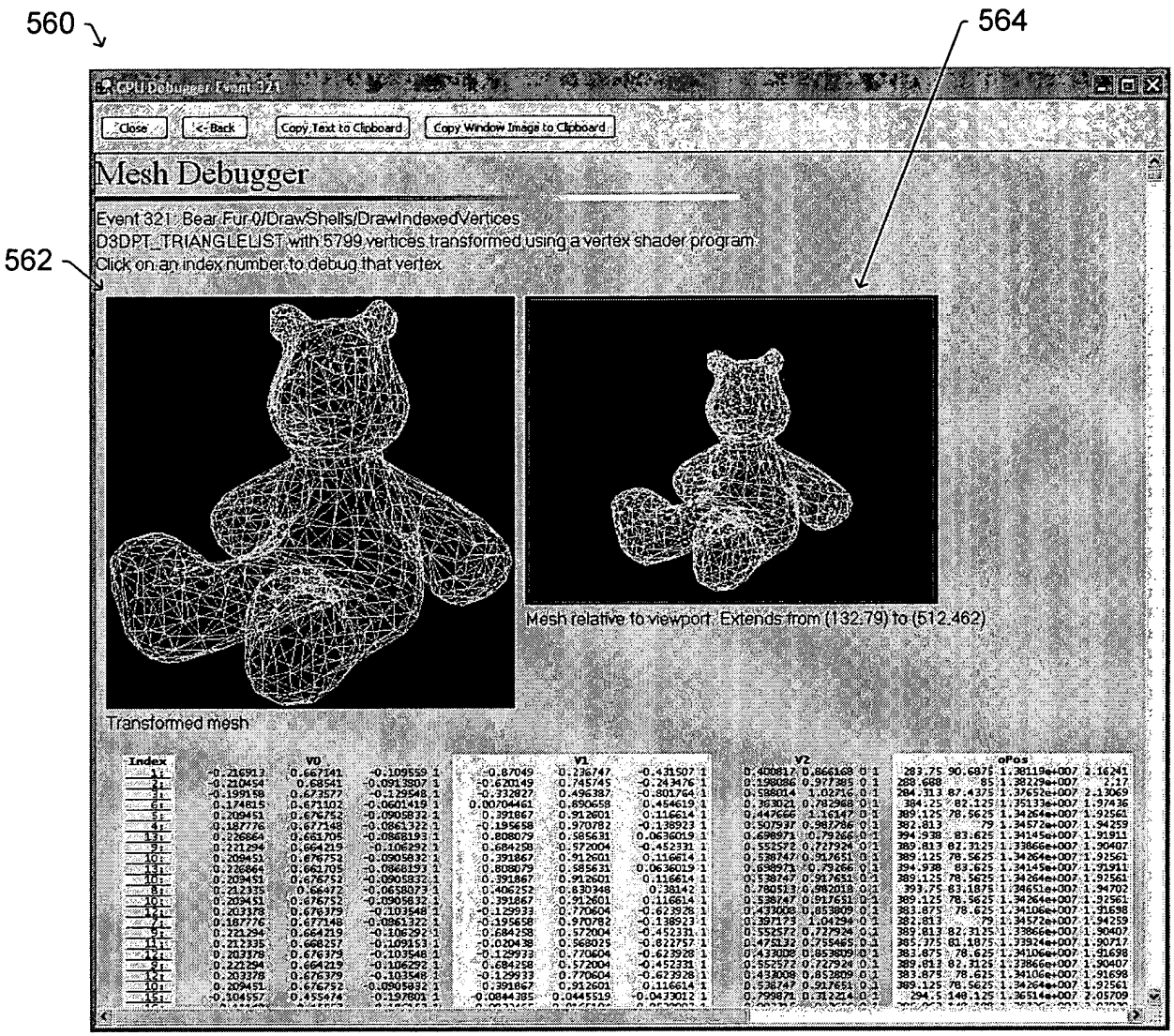


Fig. 27

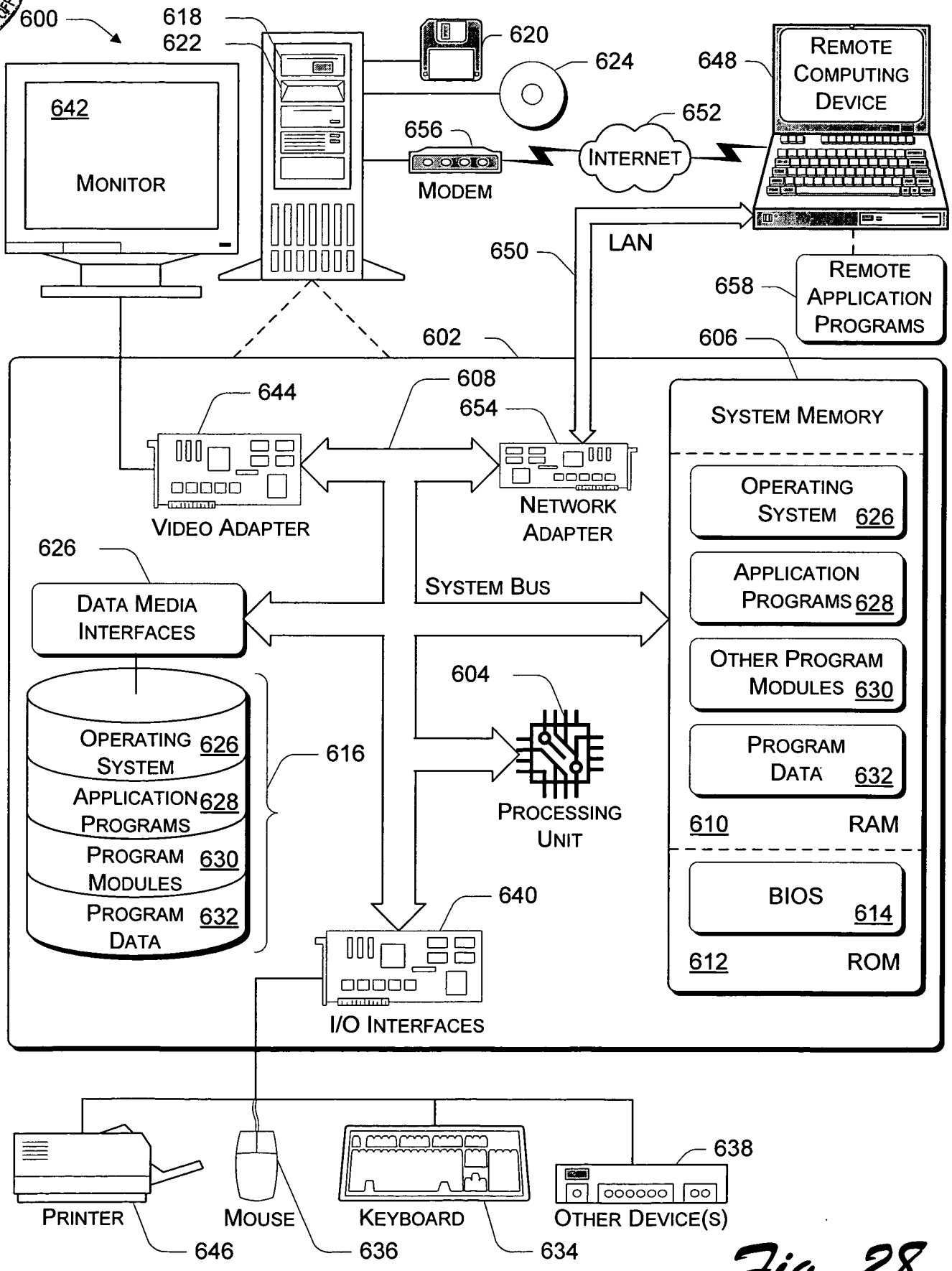


Fig. 28